

## WEBSTER BASICS

---

When Webster software is running on a computer connected to the board, anything you write or draw on the board is also displayed on the computer.

### HOW WEBSTER WORKS

To use Webster:

- 1 Make sure the whiteboard is plugged in and turned on, if necessary.
- 2 On the computer connected to the whiteboard, start the Webster application. If the Webster software is not installed on the computer, or if the software does not automatically detect the whiteboard, refer to "Installing Webster Software" on page 4.
- 3 Choose a pen.
- 4 Write or draw on the board. Your work appears in the Webster software window. (Refer to "Writing on the Board" on page 10.)
- 5 To erase, choose an eraser tool and erase. (Refer to "Erasing the Board" on page 11.)
- 6 To print the contents of the board on a printer connected to the computer, tap the Print icon. (Refer to "Printing the Board" on page 12.)
- 7 To capture a copy of the board in the software, tap the Snapshot icon. (Refer to "Capturing a Snapshot of the Board" on page 12.)

### Writing on the Board

The whiteboard sends writing data to your computer by detecting a single point of pressure or of reflected light. Whenever you write on the whiteboard, make sure there is only one point of contact at a time.

---

**NOTE:**

*Use only the recommended markers, stylus, and erasers.*

---

**NOTE:**

*Walk-and-Talk or TS models: The whiteboard's surface can be damaged by sharp objects, such as ballpoint pens and rulers. Scratches can cause permanent ink stains and data loss due to electrical malfunctions.*